

AMENDMENTS TO THE CLAIMS

64. (Currently amended) A method in a data processing system for displaying a component or container, the method comprising the data processing system implemented steps of:

displaying the component within a display using a first object;

responsive to a receipt within the first object of selected user input, sending, by the first object, the user input to a third object;

controlling a location of the component within the display using a second object, wherein the second object controls the location of the component in response to receiving an event from the third object; ~~[[and]]~~

responsive to the third object receiving the selected user input, using, by the third object, the user input to determine whether a change in the location is required; and

responsive to a determination by the third object that the change in the location is required, selectively displaying the component using the ~~[[a]]~~ third object by generating the event by the third object, the event indicating that the location is to be changed, wherein the third object generates the event.

65. (Original) The method of claim 64, wherein the first object is a view controller, the second object is a placement listener, and the third object is an application mediator.

66. (Currently amended) A method in a data processing system for displaying a graphical user interface, the method comprising:

displaying a container for a graphical user interface using a view controller object;

responsive to a receipt within the view controller of selected user input, sending, by the view controller, the user input to an application mediator object;

controlling a location of ~~[[each of]]~~ the ~~[[plurality of]]~~ container~~[[s]]~~ using a placement object, wherein the placement object controls the location of ~~[[the places]]~~ the container in the graphical user interface in response to receiving an event~~[[s]]~~ from the application mediator object; and

responsive to the application mediator object receiving the selected user input, using, by the application mediator object, the selected user input to determine whether a change in the location is required; and

responsive to a determination by the application mediator object that the change in the location is required, generating the event[[s]] using the [[an]] application mediator object, the event indicating that the location is to be changed, wherein the event[[s-are]] is sent to the placement object.

4.
67. (Original) The method of claim 66³, wherein the container is a panel.

5.
68. (Original) The method of claim 66³, wherein the container is a button.

6.
69. (Currently amended) A display mechanism for use in a data processing system to display a container in a display in the data processing system, the display mechanism comprising:

a first object used to display a graphical user interface in the display and to receive user input;

response to a receipt of said user input by the first object, said first object for sending the user input to a third object;

a second object used to control a location of [[position]] the graphical user interface in the display in response to receiving an event from the third object; [[and]]

the third object for using the user input to determine whether a change in the location is required in response to the third object receiving the selected user input and

the [[a]] third object for generating the event responsive to a determination by the third object that the change in the location is required, the event indicating that the location is to be changed. [[used to generate the events.]]

7.
70. (Original) The display mechanism of claim 69⁶, wherein the first object is a display object and the second object is a positioning object.

8.
71. (Original) The display mechanism of claim 70⁷, wherein the display object is an instance of a view controller.

9.
72. (Original) The display mechanism of claim 70⁷, wherein the positioning object is an instance of a placement listener.

10.
73. (Original) The display mechanism of claim 69⁶, wherein the display mechanism is implemented in Java.

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11.
74. (Currently amended) The display mechanism of claim 69⁶, wherein the second object is useable with a plurality of ~~[[the]]~~ first objects.

12.
75. (Original) The display mechanism of claim 69⁶, wherein the first object is a view controller, the second object is a placement listener, and the third object is an application mediator.

Please cancel claim 76.

13.
77. (Currently amended) A data processing system for displaying a component or container, the system comprising:

displaying means for displaying the component within a display using a first object;

sending means for sending user input from the first object to a third object responsive to a receipt within the first object of the user input;

controlling means for controlling a location of the component within the display using a second object, wherein the second object controls the location of the component in response to receiving an event from the third object; ~~[[and]]~~

determining means responsive to the third object receiving the user input, for using the user input to determine, by the third object, whether a change in the location is required; and

displaying means responsive to a determination by the third object that the change in the location is required, for selectively displaying the component using the [[a]] third object by generating the event by the third object, the event indicating that the location is to be changed, wherein the third object generates the event.

14.
78. (Original) The system of claim 71¹³, wherein the first object is a view controller, the second object is a placement listener, and the third object is an application mediator.

15.
79. (Currently amended) A data processing system for displaying a graphical user interface, the system comprising:

displaying means for displaying a container for a graphical user interface using a view controller object;

sending means responsive to a receipt within the view controller object of selected user input, for sending, by the view controller object, the user input to an application mediator object;

controlling means for controlling a location of a ~~[[each of the plurality of]]~~ container[[s]] using a placement object, wherein the placement object controls the location of [[the places]] the container in the graphical user interface in response to receiving an event[[s]] from the application mediator object; ~~[[and]]~~

determining means responsive to the application mediator object receiving the selected user input, for using the user input to determine, by the application mediator object, whether a change in the location is required; and

generating means responsive to a determination by the application mediator object that the change in the location is required, for generating the event[[s]] using the [[an]] application mediator object, the event indicating that the location is to be changed, wherein the event~~[[s-are]]~~ is sent to the placement object.

16.
80. (Original) The system of claim 79¹⁵, wherein the container is a panel.

17.
81. (Original) The system of claim 79¹⁵ wherein the container is a button.